SCALE DOWN

by Radio Shack

SCALE DOWN is an exciting game of bluff and skill. The object is to out-weigh your opponent by placing a heavier weight than his on your side of the balance. The heavier weight wins both. Highest total weight (or score) wins the game.

HOW TO PLAY

1. Each player takes a rack and set of weights (either yellow or orange). Each weight is numbered and the higher the number, the heavier the weight.
2. Distribute the weights in the rack randomly so the opponent can not guess which weight you are lifting.
3. The balance scale is placed between the players in a locked position (with the orange knob turned down).
4. A coin toss determines which player moves first to place a weight face down on one end of the scale. The opponent then places one of his weights on the other end.
5. The balance on the scale is released by turning the orange knob to its UP position. The heavier weight will tilt the scale down so it hits the prong projecting from the base. The player who out-weighs the other takes both weights which become part of the total score accumulated.
6. This procedure continues until both racks are empty.
7. Period after highest and eliminate (. . .)

Strategy

To win, you must out-psych your opponent by winning his weights as economically as possible.

For example: winning a 9 with a 10 gives you 19 points and makes your 8 safer. Losing a 1 to your opponents 10 gives him only 11 points and frees your 9 as a sure winner.

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